How heavy?

You will need some kitchen scales that can weigh things in kilograms.



- Can he / she find something that weighs exactly 1 kilogram?
- Find some things that weigh about half a kilogram.

Out and about

 During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?



Next week, look for 'fifties' numbers, or 'sixties'...

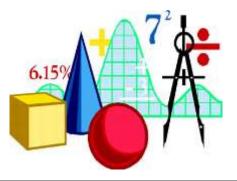
How much?

 Once a week, tip out the small change from a purse. Count it up with your child.





Ladbrooke JMI School



Year 2 maths targets.

This booklet provides information for parents and carers on the end of year expectations for children in our school.

The objectives show some of the mathematical skills your child should be able to do by the end of year 2. These will be worked on throughout the year and will be the focus of direct teaching. Any extra support you can provide in helping your children to achieve these is greatly valued.

If you have any queries regarding the content of this booklet or want support in knowing how best to help your child please talk to your child's teacher.

The Year 2 Learner

Can ...

- Compare and order numbers up to 100 and use < > =.
- Read and write all numbers to 100 in digits & words.
- Say 10 more/less than any number to 100.
- Count in steps of 2, 3 & 5 from zero and in 10s from any number (forwards and backwards).
- Recall and use multiplication & division facts for 2, 5 & 10 tables.
- Recall and use +/- facts to 20.
- Derive and use related facts to 100.
- Recognise place value of any 2-digit number.
- Add & subtract:
 - o 2-digit nos & ones
 - o 2-digit nos & tens
 - o Two 2-digit nos
 - o Three 1-digit nos
- Recognise and use inverse (+/-).
- Calculate and write multiplication & division calculations using multiplication tables.
- Recognise, find, name and write 1/3; 1/4; 2/4; 3/4.
- Write and recognise equivalence of simple fractions.
- Tell time to five minutes, including quarter past/to.
- Solve simple money problems.
- Use the correct standard units to estimate and measure.
- Identify and describe properties of 2d and 3d shapes.
- Use mathematical vocabulary to describe position, direction and movement
- Interpret and construct simple tables and charts.

Fun activities to do at home

Number facts

You need a 1–6 dice.

• Take turns. Roll the dice. See how quickly you can say the number to add to the number on the dice to make 10, e.g.



- If you are right, you score a point.
- The first to get 10 points wins.

You can extend this activity by making the two numbers add up to 20, or 50.